DUALINK

Swain

BBEG



Runeterra Edition

Swain

Medium humanoid (human), lawful evil

Armor Class: 18 (battle-worn armor)

Hit Points: 228 (24d8 + 120)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	20 (+5)	20 (+5)	16 (+3)	18 (+4)

Saving Throws: Con +10, Wis +8, Cha +9

Skills: Deception +9, Insight +8, Intimidation +9, Perception +8

Damage Resistances: necrotic, psychic

Condition Immunities: frightened

Senses: darkvision 60 ft., passive Perception 18

Languages: Common, Noxian, Infernal

Challenge: 16 (15,000 XP)

Legendary Resistance (3/Day). If Swain fails a saving throw, he can choose to succeed instead.

Ravenous Flock. Whenever Swain deals damage with a spell or special ability, he regains hit points equal to half the damage dealt, to a maximum of 20 hit points per turn. This healing represents life siphoned through demonic ravens.

Secrets Laid Bare. Whenever a creature that is revealed by Vision of Empire or restrained by Nevermove makes an attack roll, ability check, or saving throw, Swain can add +2 or –2 to the roll (no action required). Swain can use this feature once per turn.

Spellcasting. Swain's spellcasting ability is Intelligence (spell save DC 18, spell attack +10). He has the following spells prepared:

At will: detect magic, thaumaturgy, chill touch

3/day each: blight, fear, vampiric touch, bestow curse (cast at 4th level)

1/day each: cloudkill, dominate person, enervation

Actions

Multiattack. Swain makes two Death's Hand attacks, or he makes one Death's Hand attack and uses Nevermove, if available.

Death's Hand. Swain unleashes demonic power in a 15-foot cone. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 6d10 necrotic damage. On a successful save, it takes half damage.

Nevermove (Recharge 4–6). Swain sends a demonic tether in a 5-foot-wide, 30-foot-long line. Each creature in the line must make a Strength saving throw. On a failed save, a creature is pulled up to 20 feet toward Swain and is restrained until the end of its next turn. On a successful save, the creature is not moved or restrained. Swain regains 10 hit points for each creature targeted by this ability.

Bonus Action

Vision of Empire (Recharge 5–6). Swain targets a demonic raven he can see within 120 feet. The raven detonates in psychic force. Each enemy creature in a 10-foot-radius

sphere must make a Wisdom saving throw. On a failed save, a creature takes 4d10 psychic damage, and Swain regains hit points equal to the total damage dealt. Creatures that fail the save are revealed to Swain and his allies for 2 rounds. Invisible creatures lose invisibility for the duration.

Reactions

War Caster. When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Ravenous Rebuke. When a creature Swain can see within 30 feet damages one of Swain's allies, Swain unleashes demonic ravens at the attacker. The triggering creature must make a Wisdom saving throw. On a failed save, it takes 3d8 necrotic damage, and Swain regains hit points equal to half the damage dealt. On a successful save, the creature takes half damage and Swain regains no hit points.

Demonic Ascension

When Swain is reduced below half his hit point maximum, he immediately enters Demonic Ascension. This transformation does not require an action.

While in this state:

- Death's Hand deals 50% more damage
- Healing and the maximum cap from Ravenous Flock is doubled
- Enemies within 20 feet of Swain

have disadvantage on saving throws against his abilities

Swain sheds dim, crimson light in a 20-foot radius while ascended.

Recommended Encounter Setup

Swain should not be fought alone. The encounter assumes the presence of disciplined Noxian forces and prepared terrain.

Swain's Commands

At the start of each round, Swain issues one tactical command that lasts until a new command is given. Each command can only be used once per encounter.

- Advance Without Mercy. Noxian soldiers can move up to half their speed as a reaction when a hostile creature moves within their reach.
- Hold the Line. Noxian soldiers gain resistance to bludgeoning, piercing, and slashing damage from the first attack that hits them each turn.
- Exploit Weakness. The first attack each Noxian soldier makes each turn deals an extra 1d6 damage if the target is below half its hit point maximum.

These commands are audible battlefield orders, not magical effects.

Arena Features

Terrain. The battlefield should include waist-high stone walls providing half cover, broken fortifications that create narrow lanes, small elevation changes that

cost extra movement to climb, and one large elevated hill or dais at the rear where Swain begins the encounter.

Demonic Ravens. Demonic ravens perch on walls, banners, ruins, and elevated terrain throughout the battlefield. Ravens are stationary objects and cannot be attacked normally.

While at least one raven remains, Swain cannot be surprised and always knows the location of creatures revealed by Vision of Empire, even if they move out of line of sight. Ravens are destroyed when detonated by Vision of Empire.

Noxian Legionary

Medium humanoid (human), lawful evil

Armor Class: 17

Hit Points: 45

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Saving Throws: Str +5, Con +5

Skills: Athletics: +5, Intimidation +3

Senses: passive: Perception 10

Languages: Common, Noxian

Disciplined Advance. The legionary has advantage on its first attack roll each turn if it starts its turn within 30 feet of Swain.

Actions

Multiattack. The legionary makes two Spear attacks.

Spear. *Melee Weapon Attack:* +6 to

hit, reach 5 ft., one target. *Hit:* 1d8 + 4 slashing damage.

Noxian Marksman

Medium humanoid (human), lawful evil

Armor Class: 15

Hit Points: 35

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	16	14	10	12	11
(+0)	(+3)	(+2)	(+0)	(+1)	(+0)

Skills: Perception +3, Stealth +5

Senses: passive Perception 13

Languages: Common, Noxian

Focused Volley. If Swain can see the target, the marksman ignores half cover.

Actions

Arrow shot. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 1d10 + 3 piercing damage.

"In battle, Swain does not rage or rush. He watches. His ravens circle, and with every cry it feels as though he learns something vital, your weakness, your doubt, the moment you hesitate. When he strikes, it is precise and merciless, and when his wounds close as he feeds on the fight itself, you understand the truth Noxus teaches: strength is not just survival, but control."